

1. A method comprising:

compressing a digital image having at least three textures, to reduce the amount of storage space required for holding it prior to a time when the image is to be displayed, comprising

generating a bitmap representing boundaries separating regions in said image, said boundaries comprising pixels in said image,

generating pointers, each associating one of said regions with one of said textures, said regions comprising pixels of said image, and

storing the bitmap and the pointers for later use in displaying the image.